

SONIC

THE COMIC

NEW STORY
THE **HIVE**

BUZZING ACTION!

BADNIK PIN-UP!
BUZZ BOMBER!

NEW
STORY

DECAP ATTACK!
MR CUDDLE BUNNY!

NEW
STORY

**CAPTAIN
PLUNDER!**
SHANGHAIED!



PLUS

SONIC 3 Q ZONE TIPS
ICECAP & LAUNCH BASE

MEGA DRIVE REVIEWS
* **POCAHONTAS**
* **PINOCCHIO**

£1.20 • No 91
26 NOVEMBER 1996
EVERY FORTNIGHT

UK's OFFICIAL SEGA COMIC

CONTROL ZONE

There are Pocahontas and Pinocchio reviews, a Buzz Bomber Badnik Pin-up, and a further installment of Sonic 3 hints and tips in the Q Zone. Finally, there's a Speedlines treat in store for north of the border Boomers, seeing as it's St Andrew's Day on 30 November. Cheerio the poo!

Meo 24/01/20



BLOOMER ALERT!

Many thanks to those of you who took the trouble to write in, but rest assured that rotten eggs have been thrown at the humes responsible.



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- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Carl Elliot
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Barlow



COMPILED BY
|| **ChartTrack** ||
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↑ up/down RE/NEW entry ● non mover

1	↑	FIFA SOCCER '96
2	↑	MICRO MACHINES 2
3	RE	ROAD RASH 2
4	↓	WORMS
5	↓	BRIAN LARA CRICKET '96
6	●	SONIC AND KNUCKLES
7	↓	TAZ-MANIA: ESCAPE FROM MARS
8	↓	TOY STORY
9	RE	DESERT STRIKE
10	↓	MEGA BOMBERMAN

1	NEW	NIGHTS
2	NEW	EXHUMED
3	NEW	ALIEN TRILOGY
4	↓	ATHLETE KINGS
5	↓	DESTRUCTION DERBY
6	↑	SEGA RALLY
7	↓	VIRTUA COP
8	RE	VIRTUA FIGHTER 2
9	↓	MORTAL KOMBAT 3
10	↓	DISC WORLD

1	●	BRUTAL: PAWS OF FURY
2	↑	TOMCAT ALLEY
3	↑	SOULSTAR
4	RE	ROAD AVENGER
5	RE	SILPHEED
6	RE	SONIC CD
7	RE	POWERMONGER
8	↓	B.C. RACERS
9	↓	THUNDERHAWK
10	●	EARTHWORM JIM

1	RE	MICRO MACHINES 2
2	RE	DYNAMITE HEADDY
3		SONIC THE HEDGEHOG
4	↓	COLUMNS
5	RE	ECCO 2: THE TIDES OF TIME
6	↓	THE LION KING
7	RE	TAZ-MANIA: ESCAPE FROM MARS
8	↓	SONIC THE HEDGEHOG 2
9	RE	SONIC: TRIPLE TROUBLE
10	↓	STAR TREK: GENERATIONS

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THE CHAOTIX CREW'S
SECRET SATELLITE BASE
IN THE SPECIAL ZONE.



SONIC

THE HEDGEHOG

The Hive

Part 1

Script: NIGEL KITCHING Art: ROBERTO CORONA
Coloring: JONN BURNS Lettering: TOM FRANKS

IT'S LATE, BUT ONCE AGAIN
SONIC CAN'T SLEEP.

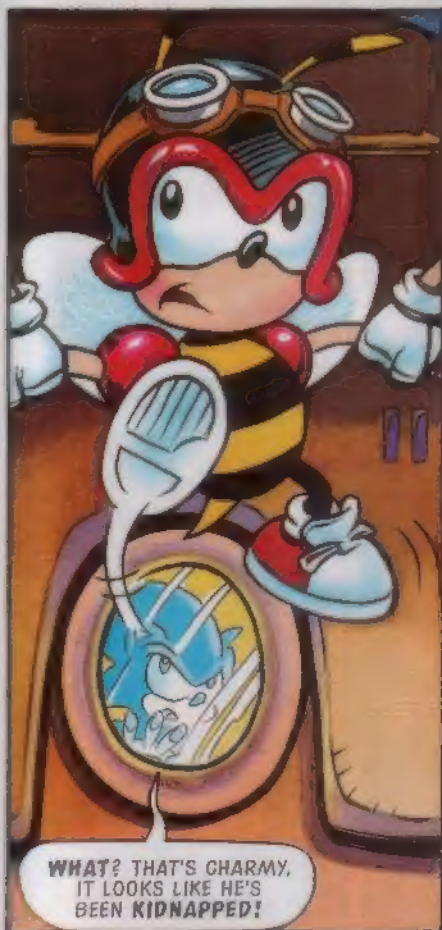
THERE'S GOT TO BE
A WAY FOR ME TO ESCAPE
AND RETURN TO MOBIUS...
THERE'S GOT TO BE!

CHARMY BEE DRIVES **EVERYONE**
CRAZY! IF HE DISAPPEARS,
NOBODY IS GOING TO MISS HIM!

ALL I HAVE TO DO IS WALK AWAY
AS IF I HAVEN'T SEEN ANYTHING...

WHO AM I KIDDING? I'VE GOT
TO HELP THE LITTLE RUNT...
ALTHOUGH I'LL PROBABLY **HATE**
MYSELF IN THE MORNING!

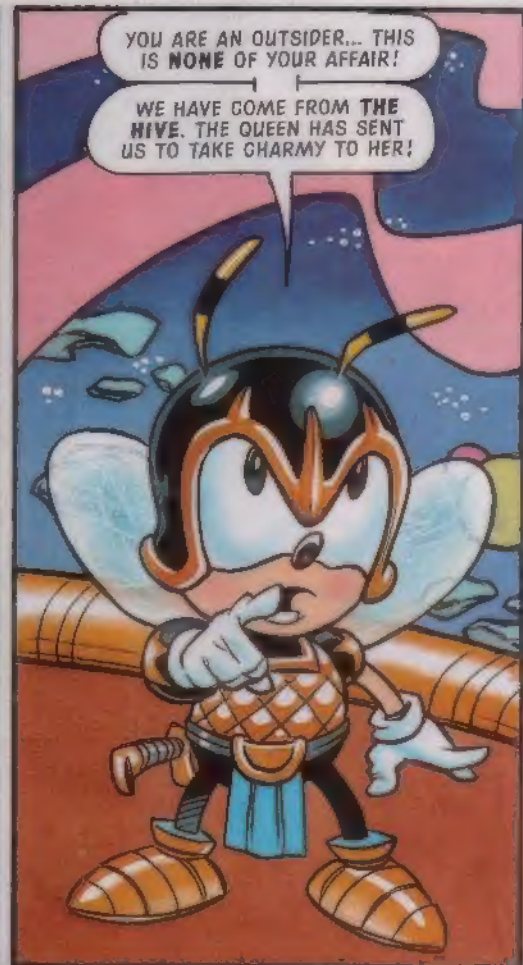
WHAT? THAT'S CHARMY.
IT LOOKS LIKE HE'S
BEEN KIDNAPPED!





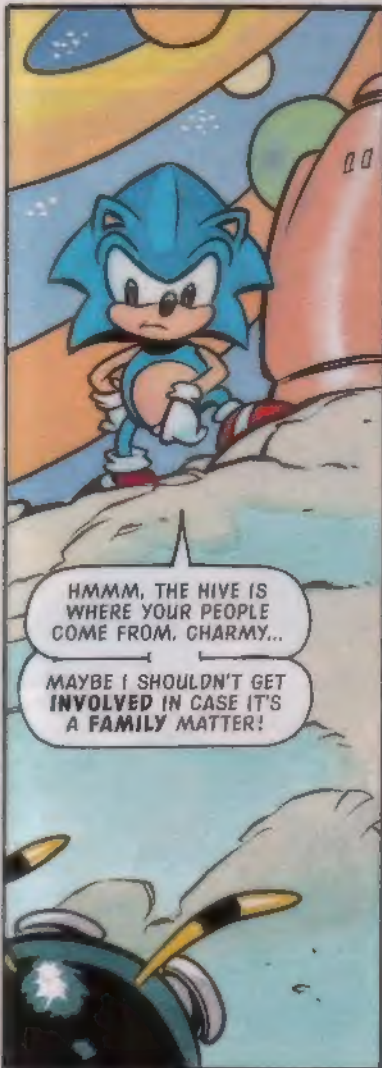
SONIC! OH
YIPPY-YAPPY DO,
I'M SAVED!

I'M WARNING
YOU, CHARMY —
ONE MORE
'YIPPY-YAPPY DO'
AND I'M GONE!



YOU ARE AN OUTSIDER... THIS
IS **NONE** OF YOUR AFFAIR!

WE HAVE COME FROM **THE
HIVE**. THE QUEEN HAS SENT
US TO TAKE CHARMY TO HER!



HMMM, THE HIVE IS
WHERE YOUR PEOPLE
COME FROM, CHARMY...

MAYBE I SHOULDN'T GET
INVOLVED IN CASE IT'S
A FAMILY MATTER!

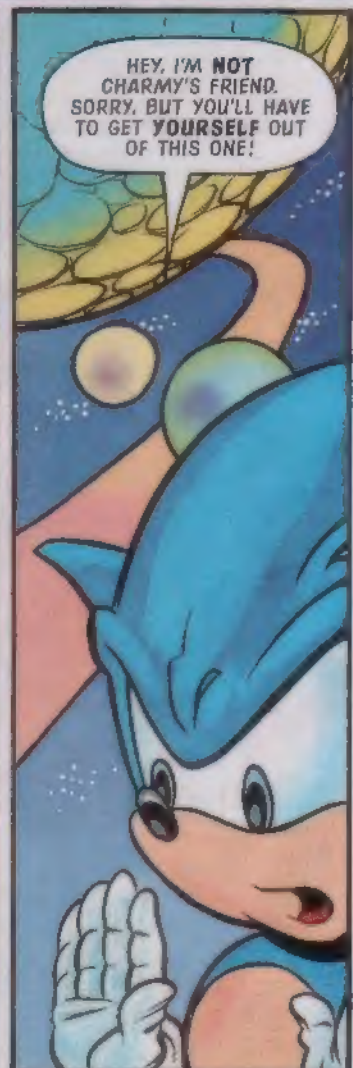


CHARMY IS
IN NO **DANGER**,
BUT HE HAS BROKEN
HIS PROMISE TO THE
QUEEN... HE **MUST**
RETURN TO FACE
HER!




I CAN BRING A FRIEND TO
SPEAK ON MY BEHALF... THAT'S
WHAT THE **RULES** SAY!

TRUE! WILL
YOU ACCOMPANY
CHARMY AS HIS
CHOSEN FRIEND?




HEY, I'M **NOT**
CHARMY'S FRIEND.
SORRY, BUT YOU'LL HAVE
TO GET **YOURSELF** OUT
OF THIS ONE!



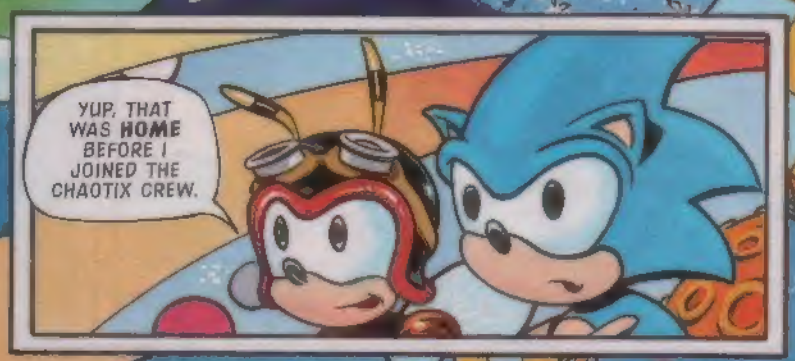
OH SONIC, I'M SO GLAD
YOU CHANGED YOUR MIND!
YES INDEEDY-DIDDLY!

JUST
SHUT IT!

AFTER A SHORT
JOURNEY...



THAT'S
THE HIVE?



YUP, THAT
WAS HOME
BEFORE I
JOINED THE
CHAOTIX CREW.

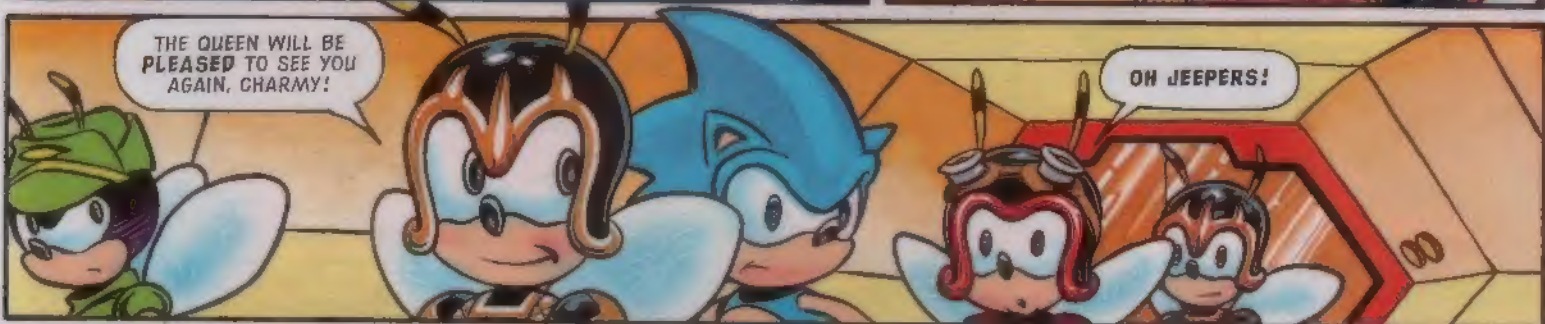


CHARMY,
WHAT KIND OF
TROUBLE ARE
YOU IN WITH
THE QUEEN?



THE
COMPLICATED
KIND!

I KNEW IT
WOULD BE!



THE QUEEN WILL BE
PLEASED TO SEE YOU
AGAIN, CHARMY!

OH JEEPERS!



WHAT ARE
THESE BEES
UP TO?

OH, JUST
MAKING
GOLD.



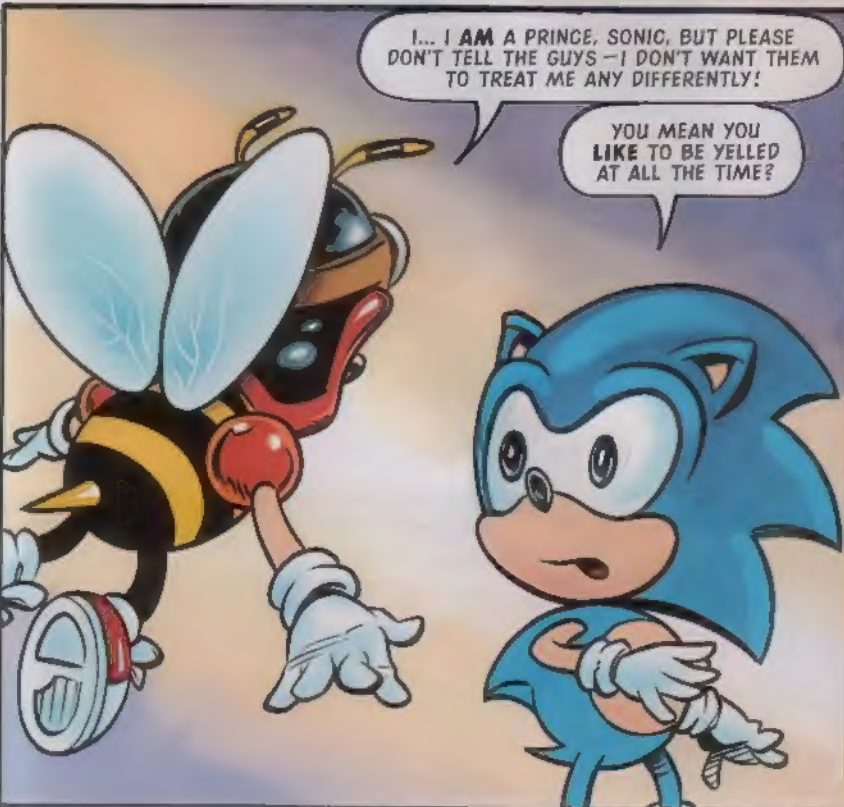
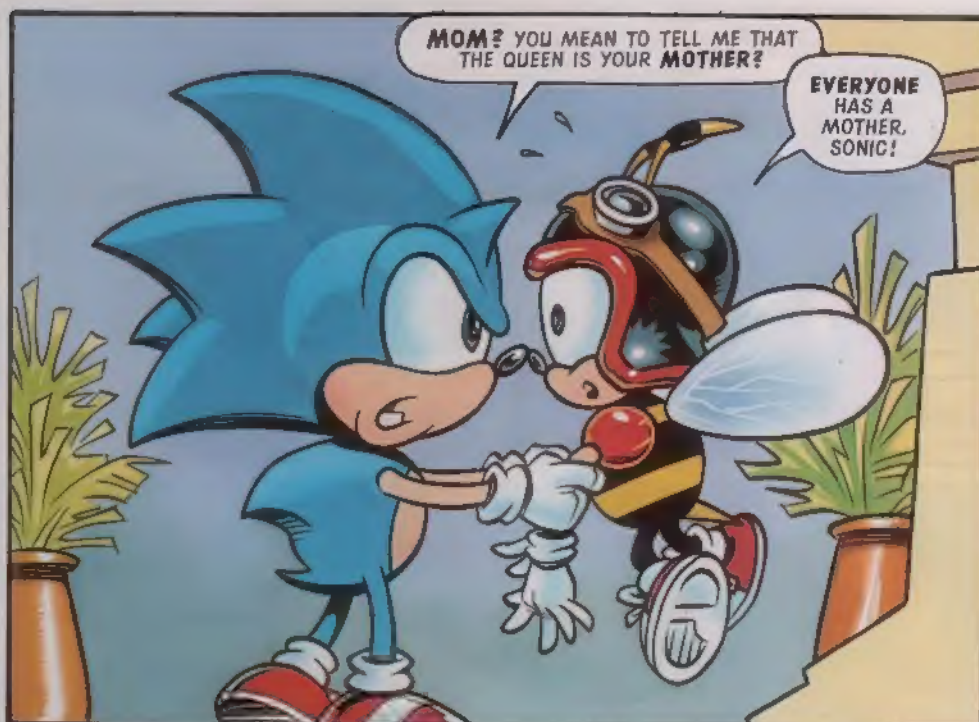
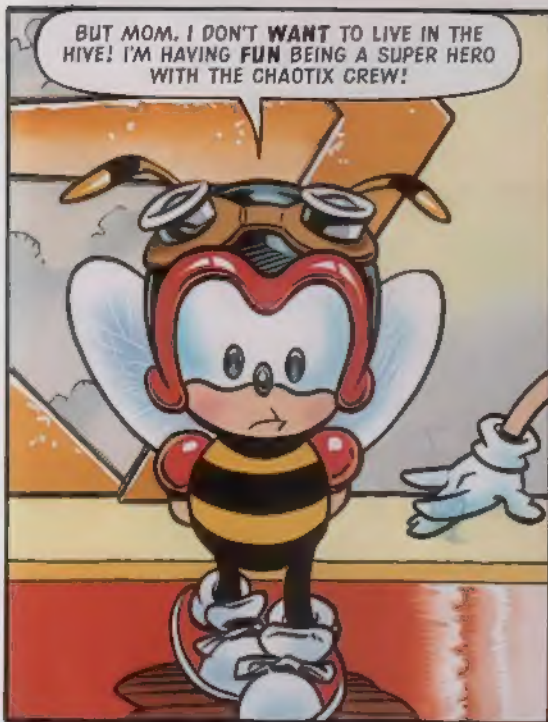
GOLD? YOU CAN'T MAKE
GOLD, YOU IDIOT... PEOPLE
HAVE TRIED FOR CENTURIES
AND IT'S IMPOSSIBLE!

NOT IF YOU
KNOW HOW!

REMEMBER THE BEES
WHO WERE LEAVING THE
HIVE AS WE ARRIVED?

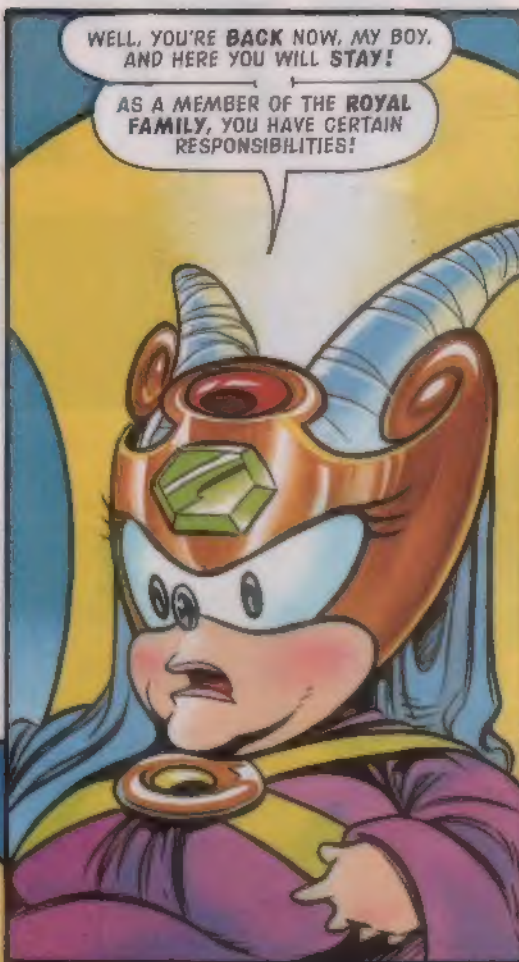
WELL, THEY SEARCH
THE SPECIAL ZONE FOR
THE INGREDIENTS, WHICH
ARE THEN BROUGHT HERE
TO BE TURNED INTO
SOLID GOLD!







CHARMY, HOW COULD YOU **WORRY** YOUR MOTHER... YOU'VE BEEN GONE FOR MONTHS AND NOT **ONE** CALL!



WELL, YOU'RE **BACK** NOW, MY BOY, AND HERE YOU WILL **STAY**!

AS A MEMBER OF THE **ROYAL FAMILY**, YOU HAVE CERTAIN RESPONSIBILITIES!



YOUR MAJESTY, THE HIVE IS UNDER **ATTACK**... THE **WASPS** HAVE RETURNED!



ATTACK! THIS TIME WE WON'T BE STOPPED!

THE HIVE WILL SOON BELONG TO **VESPER** AND HIS WARRIORS!

NEXT ISSUE: THE SWARM!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES, RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

POCAHONTAS

Reviewed by Chris Jones.



GAME TYPE: ADVENTURE
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £44.99

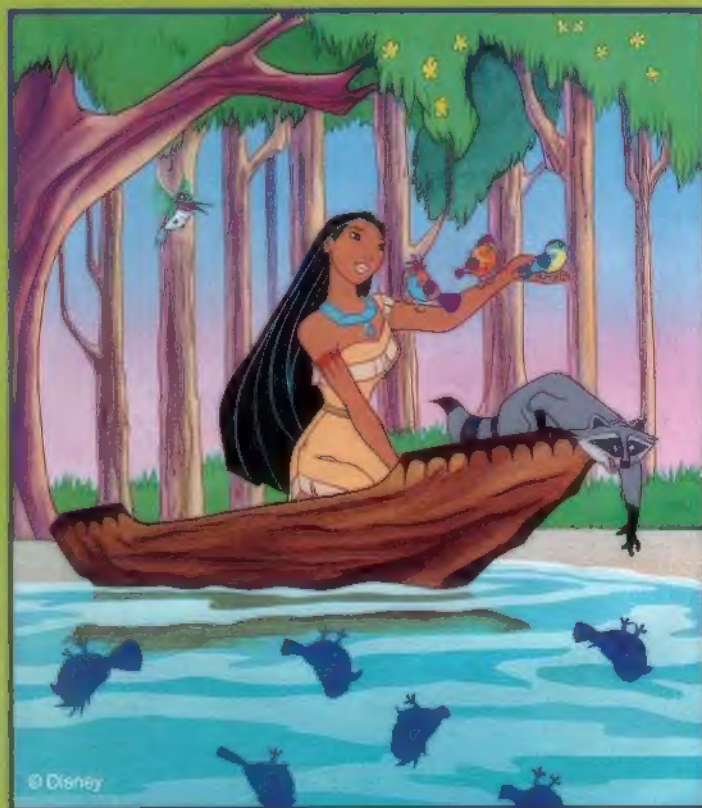
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Disney's big film of last year *Pocahontas*, focused on the life of a young native American girl. Now Pocahontas is the star of a 24 Meg platform, puzzle game on the Mega Drive. The game sticks closely to the action seen in the film as you battle through frontier lands to try and prevent the onset of war and save Pocahontas' 'love' interest, John Smith.

There are 65 different challenges for you to conquer and you can do it by playing as Pocahontas or Meeko her raccoon buddy. You can expect all the usual things from a platform game and a little bit more. The puzzle elements in the game make it a very interesting concept. Having a non-violent natural world content makes it similar to a game like *Ecco the Dolphin*.

In keeping close to the film's plot, one of the aims of the game is to help any animals you come across during your adventure. If you find a distressed deer with a bramble bush entangled in its horns, then by helping it you will absorb its spirit. Certain spirits will give you new abilities and enable you to swim rivers or climb trees. There is even a spirit menu that tells you which animals you still need to recover!

The game has some good effects including bright, colourful graphics, highly detailed sprites and smooth animation. The gameplay holds your attention because of the intriguing puzzle solving involved in order to complete the adventure.



However, these puzzles were not that difficult and once solved, are dull to repeat.

FINAL COUNTDOWN

RAVES

Good game conversion.
Puzzles to solve add to originality.



GRAPHICS 85

SOUND 83

GRAVES

Not choc full of action.



PLAYABILITY 87

OVERALL 85

PINOCCHIO

Reviewed by Chris Jones



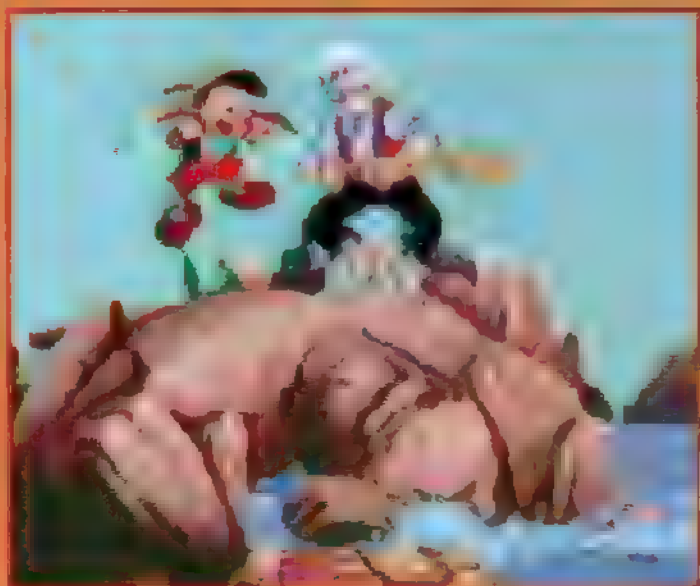
MEGA DRIVE

GAME TYPE: ADVENTURE
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £44.99

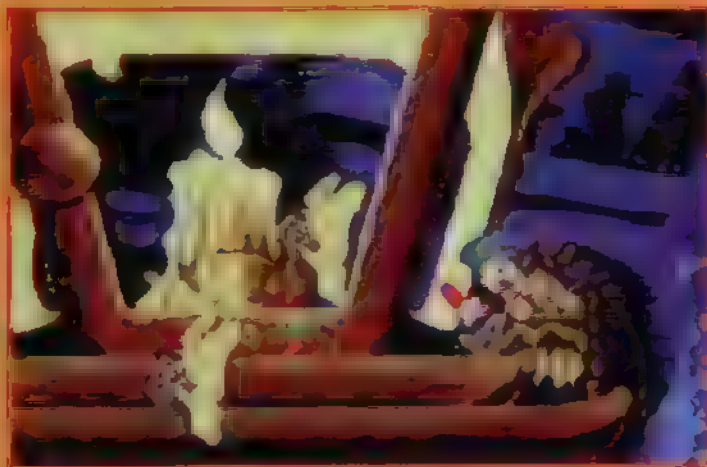
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Pinocchio is Disney's famous story of the wooden puppet that comes to life. The puppet maker Geppetto, builds Pinocchio to be his own son. However, even though he comes alive, he is still just a chunk of wood who goes on adventures accompanied by his friend and conscience, Jiminy Cricket!

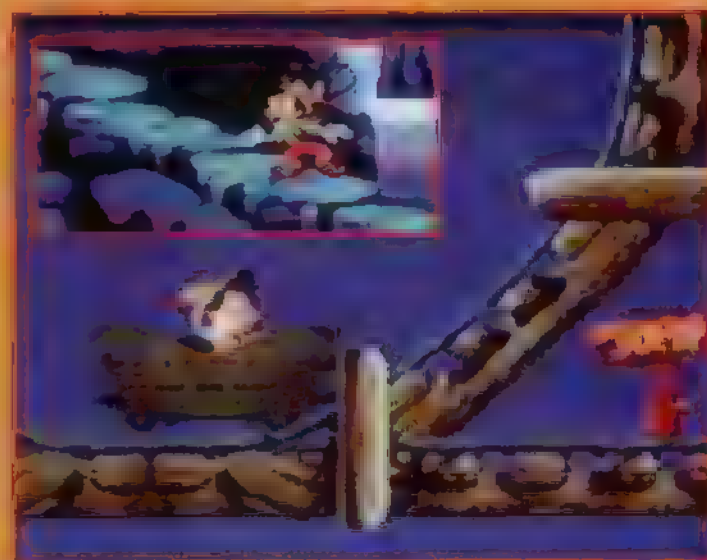


In this new platform game, Geppetto wants the boy Pinocchio to track down the magical Blue Fairy who can grant one wish; that is for Pinocchio to become a real boy (no more smoothing down with wood varnish then!). This wish will only be granted if Pinocchio earns the badges of truth, bravery and unselfishness whilst on his travels. Will he do it or will he continually be on the look out for termites and woodworm?

Set over nine levels you can play as Pinocchio or Jiminy as you wander first of all through an old Italian town in search for pieces of each badge. While exploring, you must watch out for a few nasty enemies such as a kamikaze seagull who dive bombs you and a gaggle of geese that set about you with their beaks! All through this, Pinocchio jumps around, goes through doors and swings on signs to get enough leverage to fly through the air.



This is a fairly average platform offering with little originality. The graphics are passable and the gameplay is okay. The music is weedy and annoying. Overall, there is a lack of things to do and not enough action to distract you. Games like this do nothing for the Mega Drive after the recent success of *Toy Story* and *Worms*. *Pinocchio* is for Disney addicts only.



FINAL COUNTDOWN

RAVES

Pinocchio and Jiminy look quite peck!



GRAPHICS 70

SOUND 68

GRAVES

Bell and animatronics.



PLAYABILITY 72

OVERALL 70

THE SPECIAL ZONE.

EVEN IN NEW TEK CITY, THE SIGHT OF A PIRATE SHIP IS A LITTLE UNUSUAL...

I'VE GOT TO HAND IT TO EE, FILCH, ATTACHING THIS HERE STAR POST TO MY NEW SHIP WAS A STROKE OF GENIUS!

CAPTAIN
Plunder
SHANGHAIED

NEW
STORY

THANK
EE KINDLY
CAPTAIN PLUNDER
SIR

USING
THE STAR POST'S
DIMENSION HOPPING
POWER, NO ZONE
IS SAFE FROM
US!

WE'LL
SOON BECOME
THE MOST FEARED
PIRATES IN
HISTORY!

AN
WE'LL START BY
BLEEDING THIS
ZONE DRY!

JUST AS
SOON AS MY PRESS
GANG RUSTLE ASHORE
SOME NEW CREW
MEMBERS!

THAT MOMENT IN
NEW TEK CITY'S
DOCKLANDS...



THE
RUNT'S TOO
SKINNY!

HE'LL
HAVE TO DO... THE
CAP'N WILL HAVE OUR HIDES
IF WE GOES BACK EMPTY-
HANDED!

DO
YOU HAVE
TO BE SO
ROUGH?

SOMETIMES,
I THINK BE WASN'T CUT
OUT TO BE A PIRATE,
SIDNEY!

LET'S
GET HIM BACK
TO THE SHIP,
MATES

WHAT?

SCRAGG
HIM!

SOON..

HERE
THEY ARE,
CAPTAIN

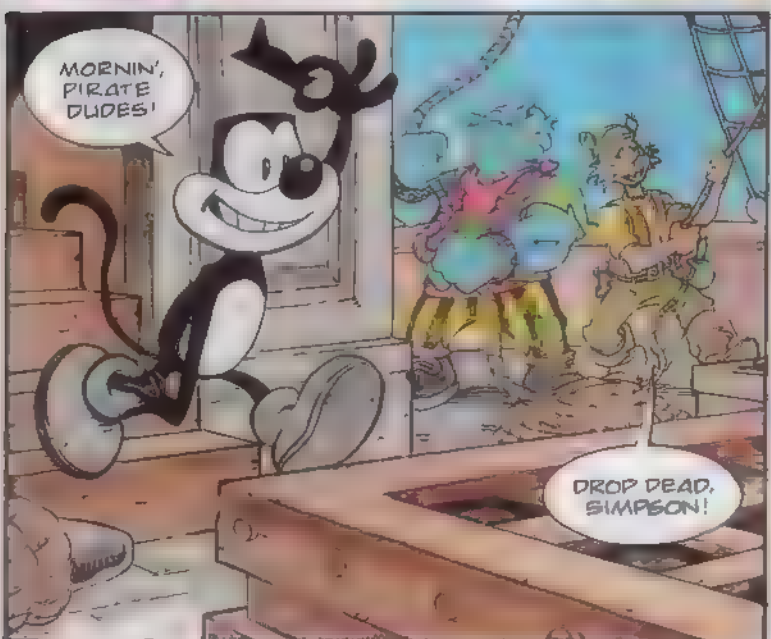
SPLICE
THE OLD MAIN
BRACE AND HOIST
THE AFT GINNEL BY
THE PORT YARD
ARM AND..

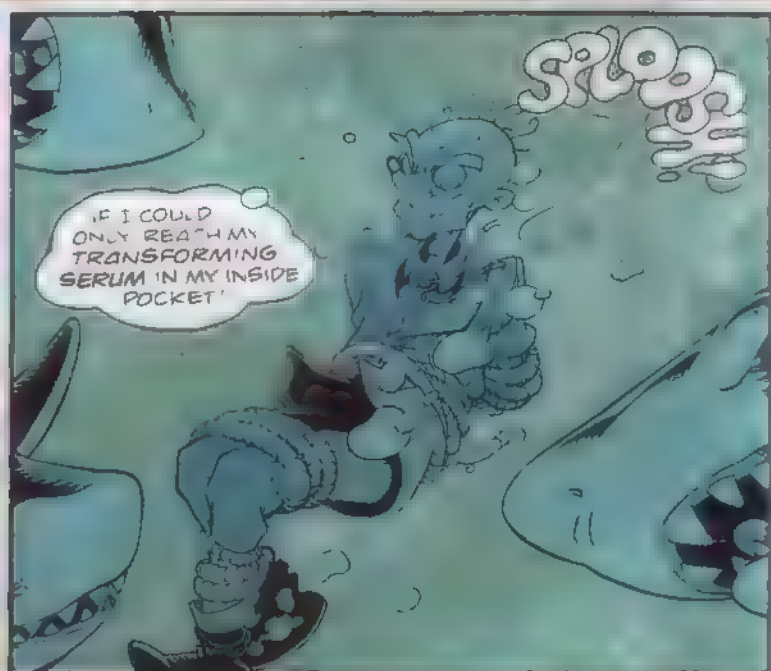
SHUT
YER TRAP,
SIMPSON!

ONLY ONE!
YOU USELESS,
SCUMMY SEA-
DOGS!

BUT
CAP'N, WE...

CHUCK
HIM IN THE HOLD,
I'LL DEAL WITH HIM
LATER!







Decap ATTACK

NEW
STORY

THE LEGEND OF MR CUDDLE BUNNY

SCRIPT
NIGEL KITCHING
& RICHARD RAYNER

ART
NIGEL KITCHING

LETTERING
ELLIE DEVILLE

MIDNIGHT AND CASTLE FRANK N STEIN
HAS AN UNEXPECTED VISITOR!

BING
BONG!

IF THIS IS
A DOUBLE-GLAZING
SALESMAN, HE'S GOING
IN THE PIT WITH THE
OTHERS!

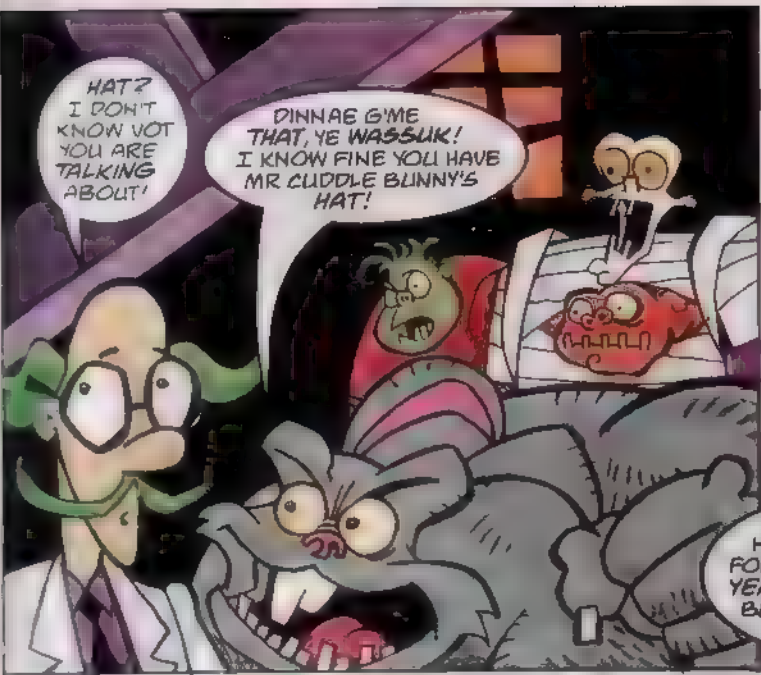
OOT MA
WAY, YE WEE
TIMERIOUS NUMPTY
AND NO BACK'E
ANSWERS

ER I
WOULDN'T
DREAM OF
IT!

THE NAME'S
MCTOSIS, MICK C
MCTOSIS!

YE SHRIVELLED
UP GOATS DROPPING,
I'VE COME FAE THE HAT,
KEN!

YOU MUST
HAVE DER WRONG
PLACE ... MINE NAME
IS PROFESSOR
FRANK N
STEIN!



HAT?
I DON'T
KNOW VOT
YOU ARE
TALKING
ABOUT!

DINNAGE G'ME
THAT, YE WASSUK!
I KNOW FINE YOU HAVE
MR CUDDLE BUNNY'S
HAT!

YA, I HAFF
HAD DER HAT
FOR DER LAST TEN
YEARS! MR CUDDLE
BUNNY LEFT IT
BEHIND!

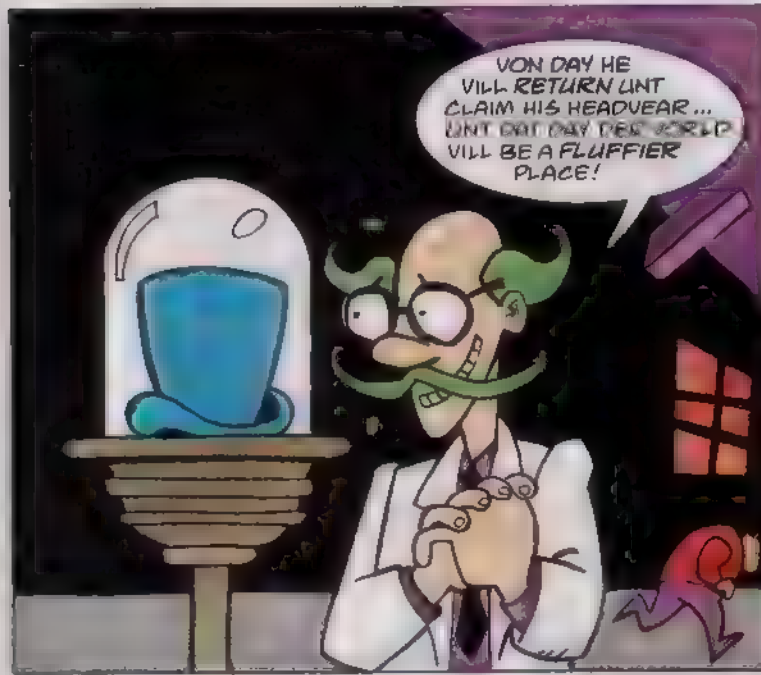


HE VOSS MY
FAVOURITE
WRITER, YOU
KNOW!

HOW I
LOVED DER
STORIES OVV HIM
UNT HIS FLUFFY
FRIENDS!



HE VOS MY
GUEST TEN YEARS
AGO. NO ONE HAS
HEARD FROM HIM
SINCE HE LEFT.



VON DAY HE
VILL RETURN UNT
CLAIM HIS HEADVEAR...
UNT DAT DAY DER WORLD
VILL BE A FLUFFIER
PLACE!

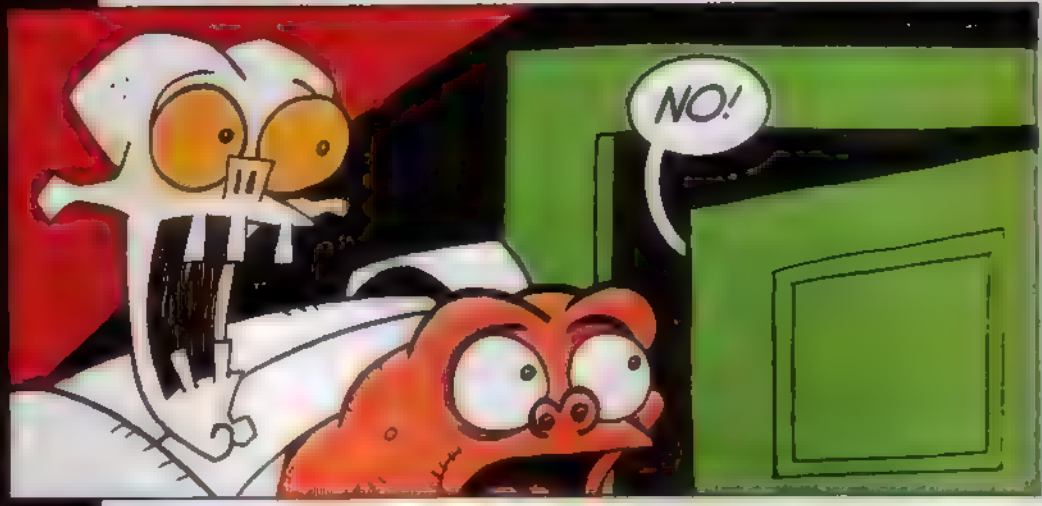


LOOK CHUCK
IGOR'S SNEAKING
OFF AGAIN!

RIGHT HEAD,
LET'S FOLLOW
HIM... IT'S TIME TO
FIND OUT WHERE
HE KEEPS GOING
TO!



HE'S
HEADING FOR
THE DISUSED
SOUTH WEST
TOWER!



NO!



HE.. HE'S
ESCAPED!
THERE'S NO
TELLING
WHAT HE'S
CAPABLE
OF!

WHO'S
ESCAPED?



MR CUDDLE
BUNNY! I VE HAD
HIM LOCKED UP IN
THE TOWER FOR
YEARS!

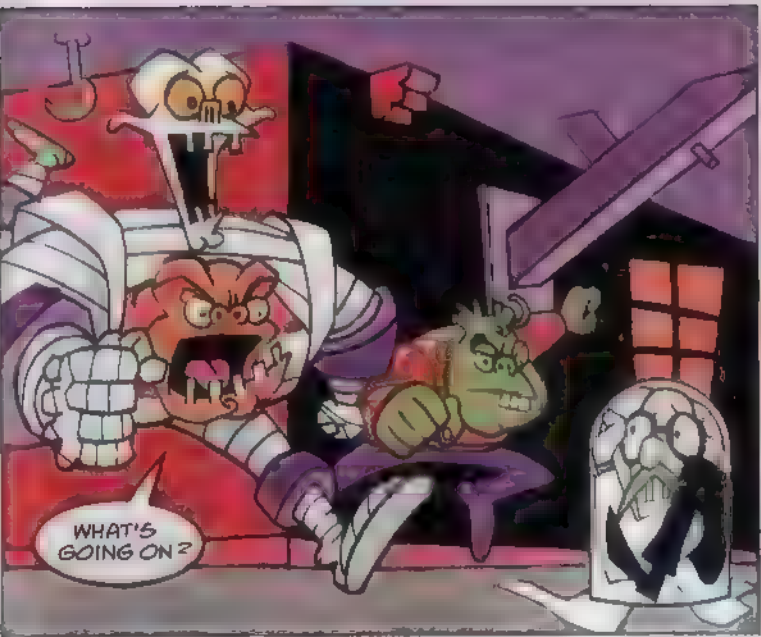


I HAD
TO DO IT...ANY-
THING TO STOP
HIM PUBLISHING
THOSE TERRIBLE
BOOKS OF
HIS!

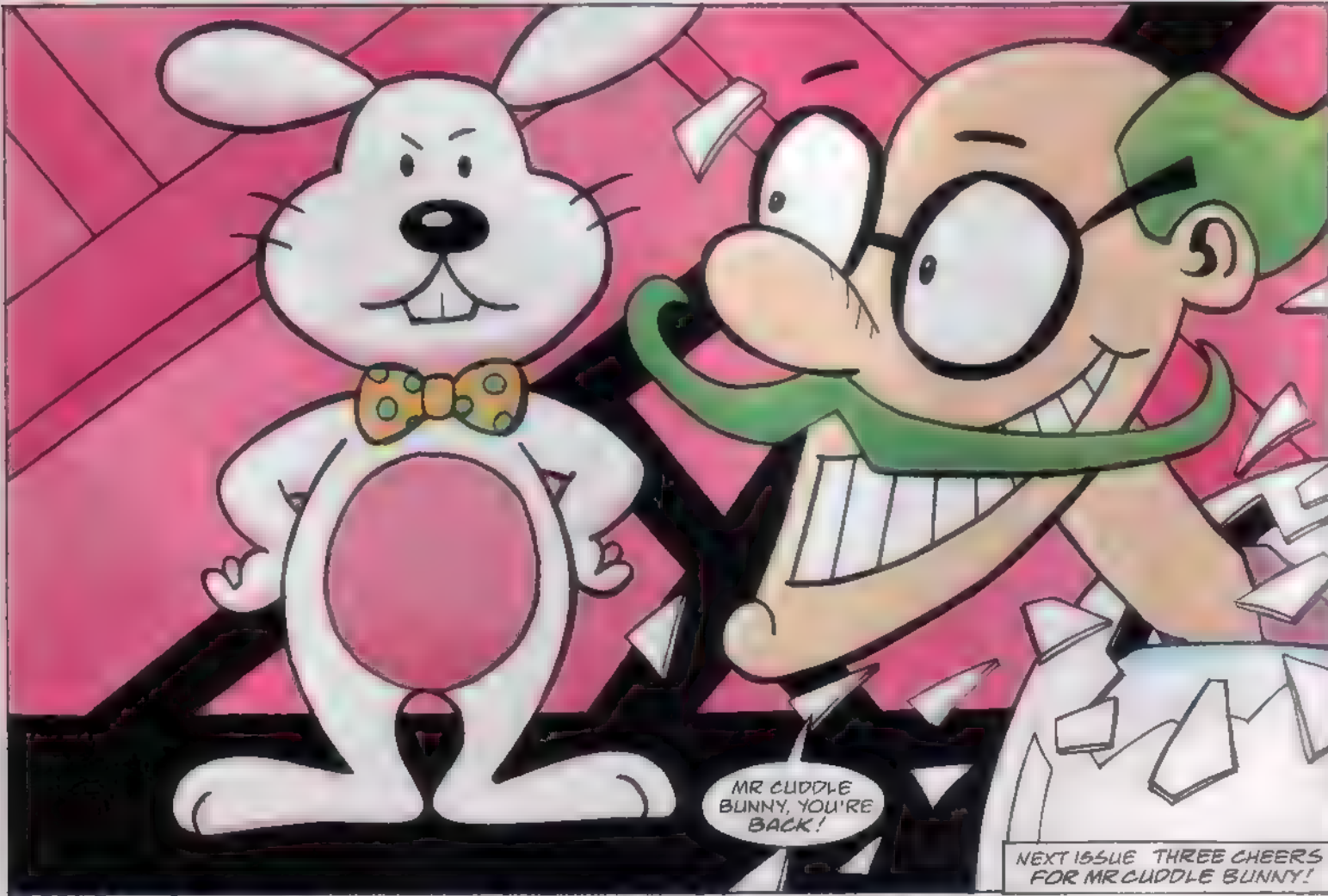


EEEE-YAAAAA!





YOU NAUGHTY RABBIT! IF YOU CARRY ON LIKE THIS, I'LL BE VERY CROSS!



NEXT ISSUE THREE CHEERS FOR MR CUDDLE BUNNY!

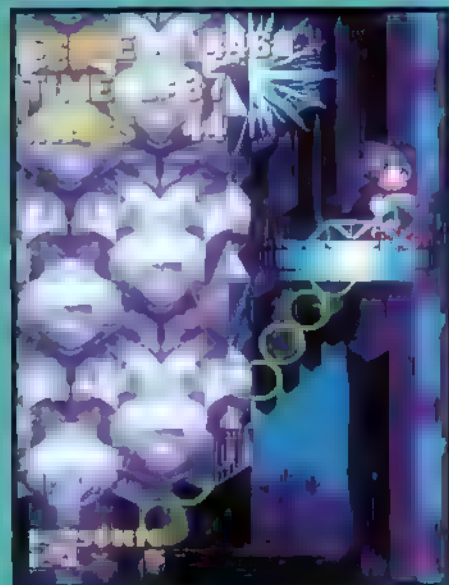


Q ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

BOOMER ALERT

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.



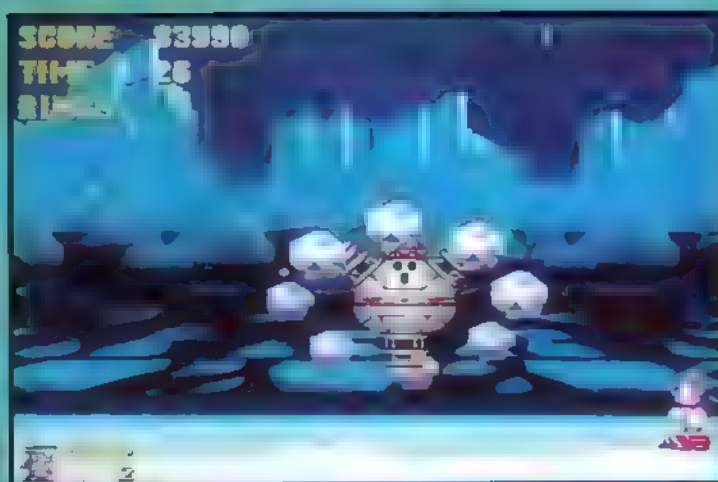
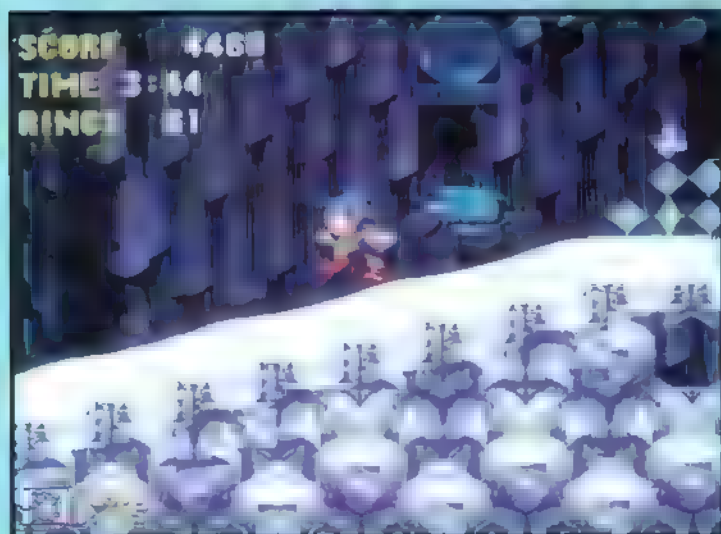
SONIC THE HEDGEHOG 3 Revisited



PART 4 THE ICECAP ZONE

ACTS 1 & 2

Dig out those thermals and prepare to enter the Icecap Zone! The same items are in both acts, all of which are covered in this section.



BEWARE:

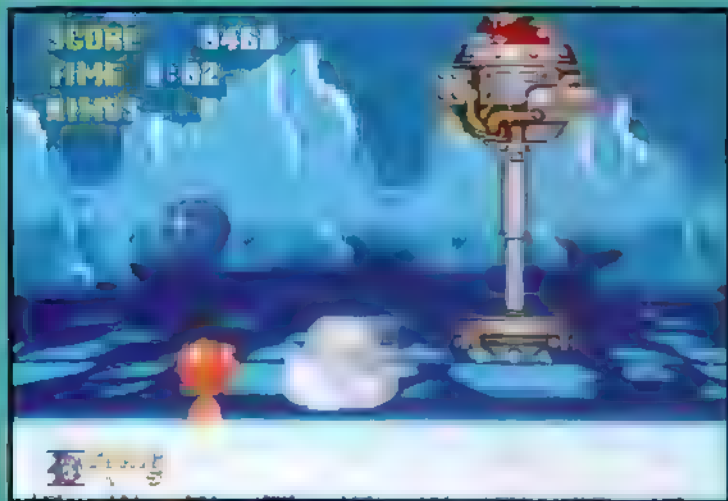
- Ice Blasters
- Ice Blocks
- Ice Pillars
- Ramming Pillar
- Snow Falls
- Snow Ledge
- Spring Boards
- Spring Drums
- Spring-loaded Drums
- Stalactites
- Swing Lifts



BADNIKS TO AVOID:

- Penguinators
- Star Pointers

Both acts have Sonic and Tails slippin' and slidin' around, so a steady handed joypad control is a must. Don't be fooled into thinking that there aren't many obstacles to overcome - those you do find are very tricky, and timing is crucial!



The Ice Blasters are fiendish, while the upward moving Swing Lifts which Sonic uses to get to the next platform are awkward and require practice. Avoid them by running right and hoping! Get your timing right for the Spring-loaded Drums, but remember...avoid those Penguinators as they keep coming back!

LAUNCH BASE

ACTS 1 & 2

The items encountered here are similar to those in the Icecap Zone. However, Act 2 has more Doctor Robotnik TV's to avoid, and more TV power-ups to collect in the form of Water and Fire Shields. Act 2 also has faster and longer sections to complete. Both are seriously heavy rounds, so you really have to earn those points to keep Sonic alive!

BEWARE:

- Catapult Levers
- Flame Walls
- Floating Platforms
- Overhead Lasers
- Overhead Swing
- Rotating Gold Cups
- Rotating Red Sirens
- Travelators
- Tubes

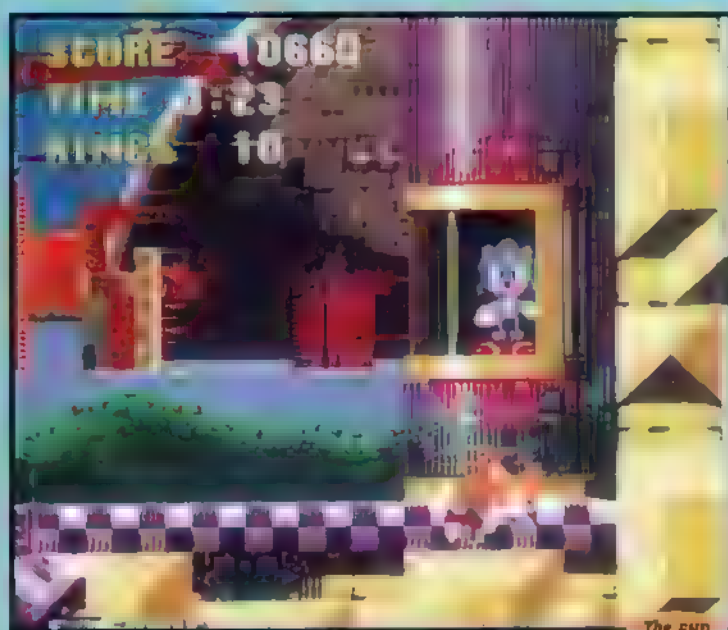


BADNIKS TO AVOID:

- Corky
- Flybots
- Orbinauts
- Ribots
- Snail Blasters

Launch Base is extremely hazardous to your health! You are faced with a heavy duty line-up of spikes, Flybot homing birds, flame throwers and ball-swinging Ribots! Take your time and jump over or run past them!

Some of the worst combos come on the huge magnetic rotating drums, which have spiked orbs in the middle and underneath. They are mixed with springs and flame throwers to give a dangerously painful combo. Not for timid Boomers!



NEXT ISSUE: BEAT THE BOSSES!

THE GUM TREE ZONE. SHORTFUSE THE CYBERNIK, AMY, TAILS AND JOHNNY LIGHTFOOT, FACE DOCTOR ROBOTNIK'S NEWEST CREATION. . . AN EVIL CYBERNIK CALLED VERMIN!

SECRET WEAPON

SECRET: LAW STIMMER ART: ROBERTS DORRAN Colorist: AMY CHITACZY Editor: JIM PHAM

LOOKS LIKE HE INTENDS TO FOLLOW DOCTOR'S ORDERS!

BY THE ORDERS OF DOCTOR ROBOTNIK YOU OUTLAWS WILL BE DESTROYED!

RELAX! HE DOESN'T LOOK SO TOUGH TO ME!

IF YOU'RE LOOKING FOR TROUBLE, YOU'VE PICKED ON THE WRONG GUY RAT FEATURES!

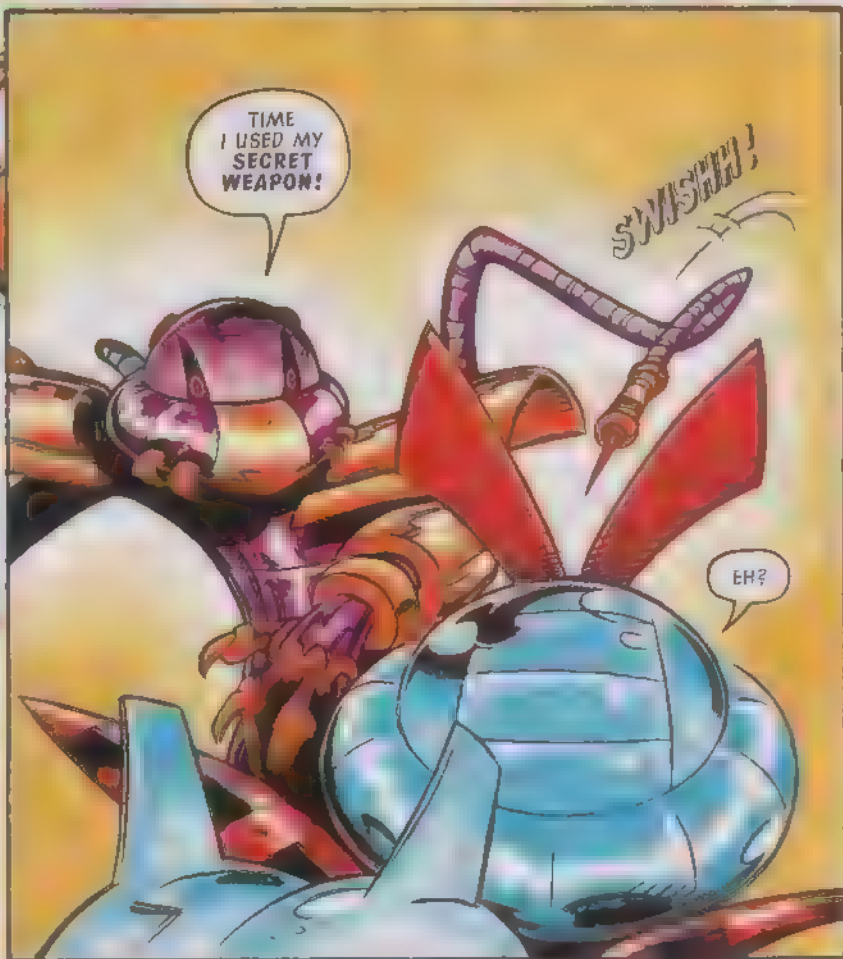
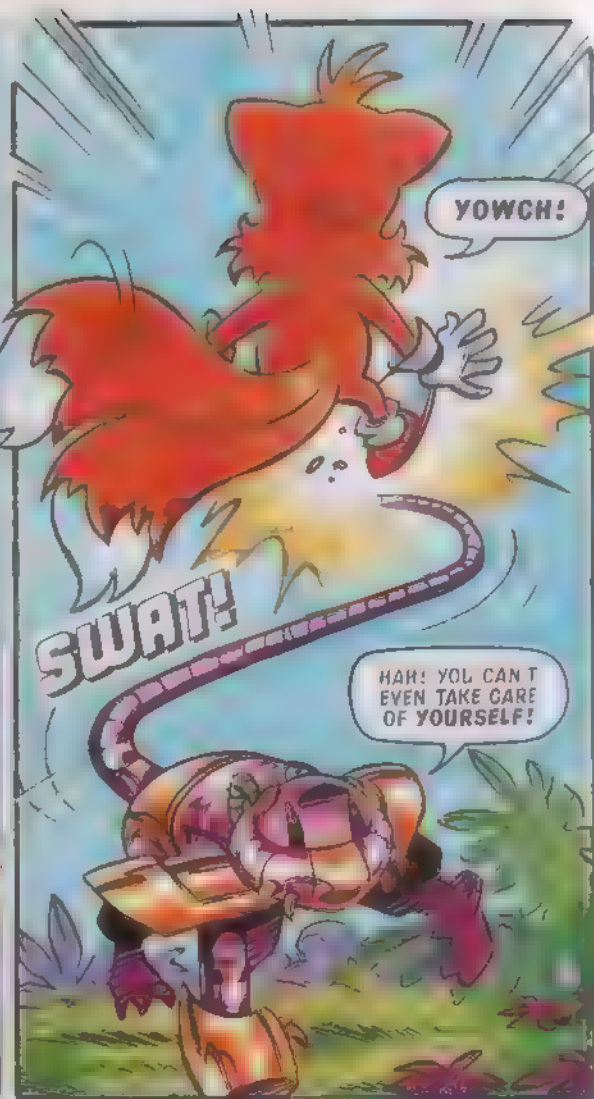
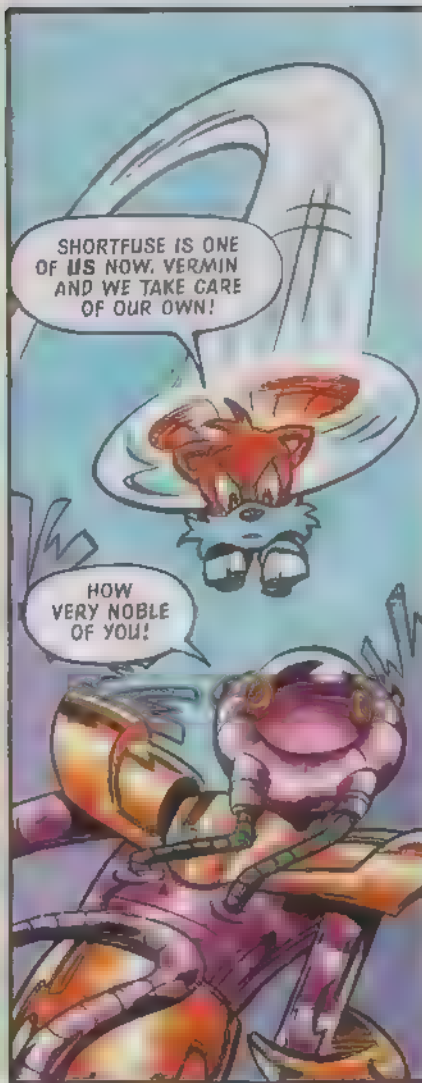
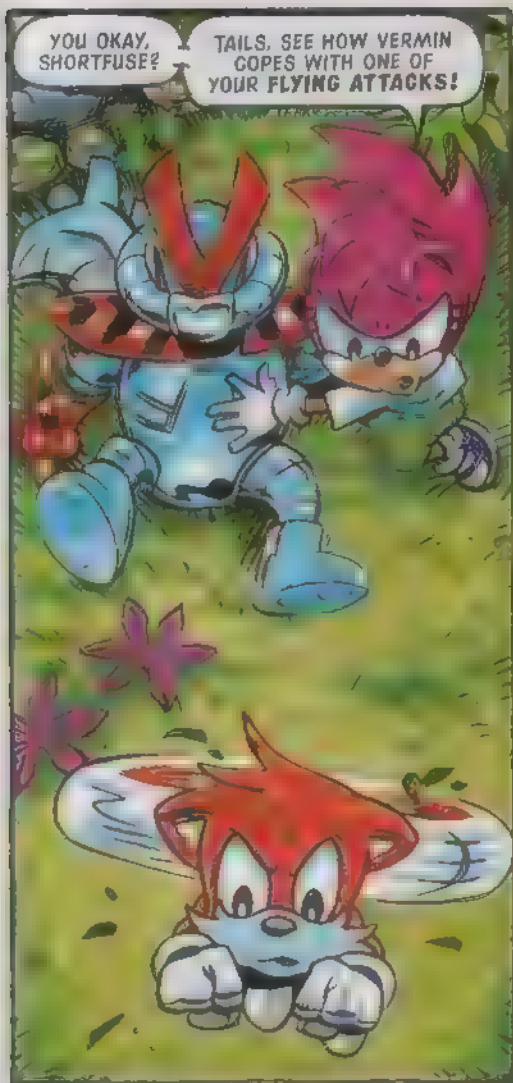
FFZAP!

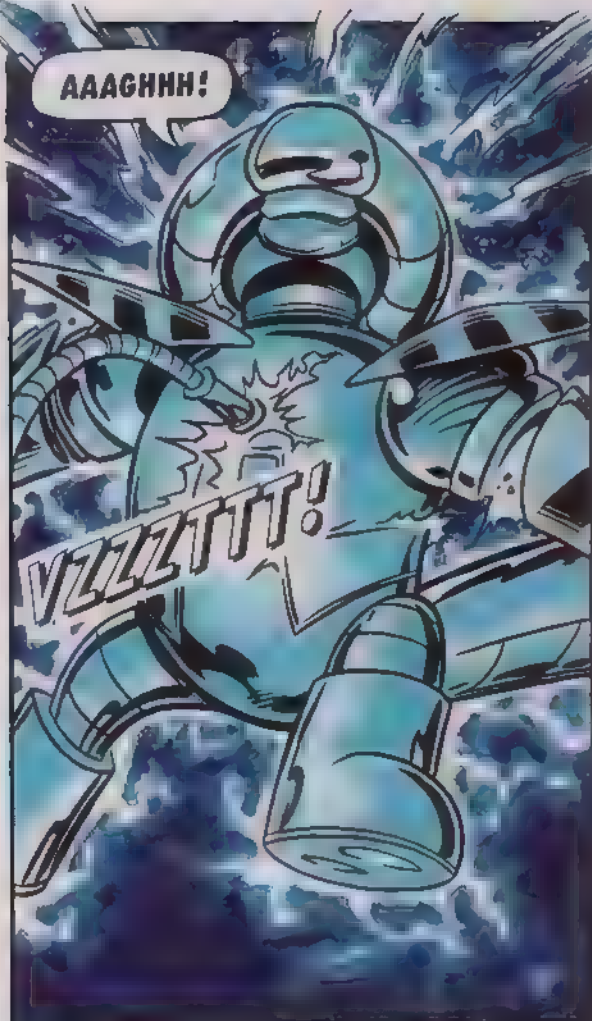
UGGH!

ROBOTNIK TOLD ME YOU WERE TOUGH! THAT'S WHY HE MADE ME TOUGHER!

WZZAKK!

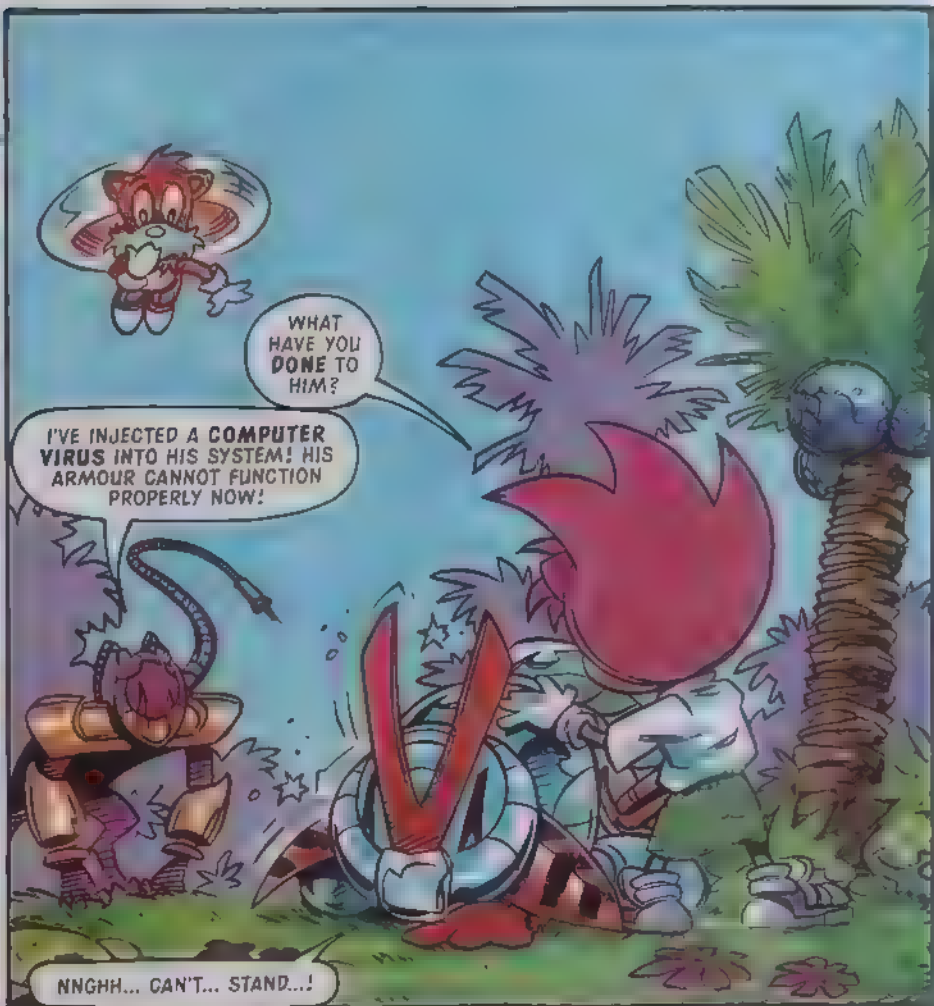
AAGHH!





AAAGHHH!

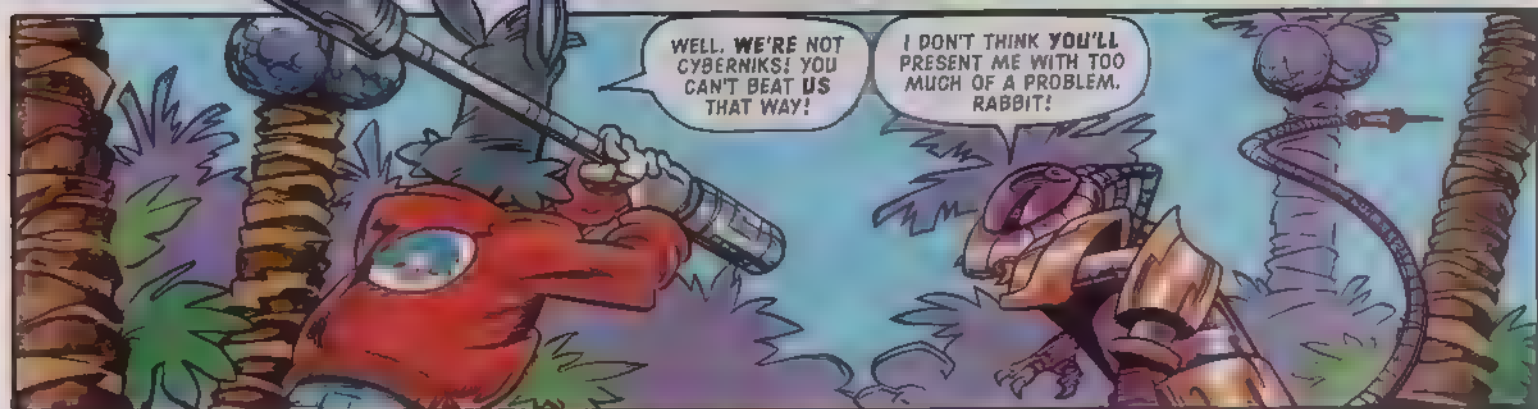
VZZZZTTT!



WHAT
HAVE YOU
DONE TO
HIM?

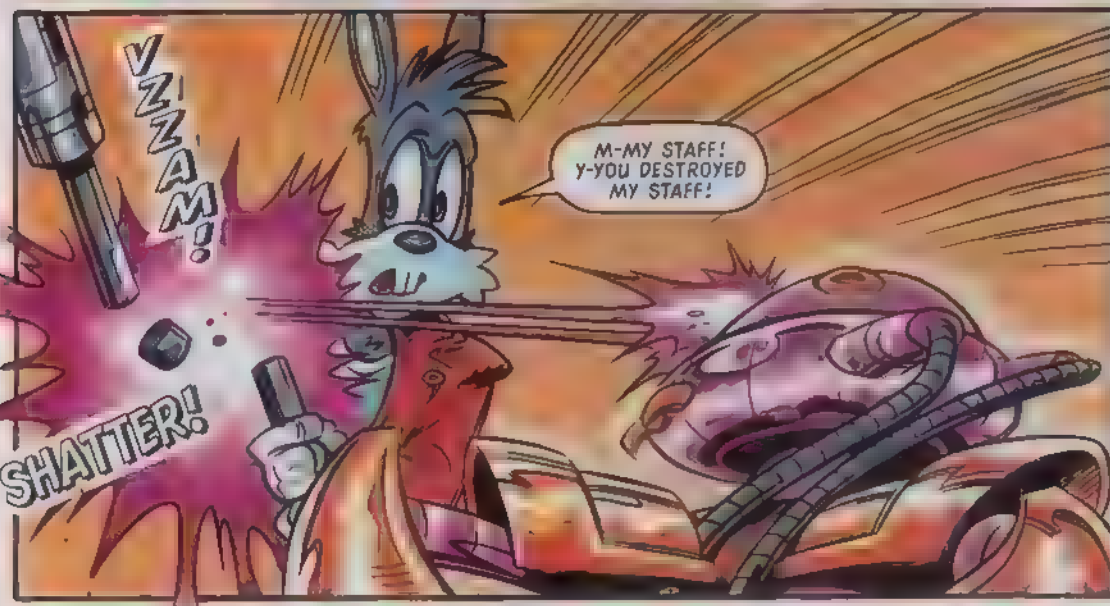
I'VE INJECTED A **COMPUTER
VIRUS** INTO HIS SYSTEM! HIS
ARMOUR CANNOT FUNCTION
PROPERLY NOW!

NNGH... CAN'T... STAND...!



WELL, WE'RE NOT
CYBERNIKS! YOU
CAN'T BEAT US
THAT WAY!

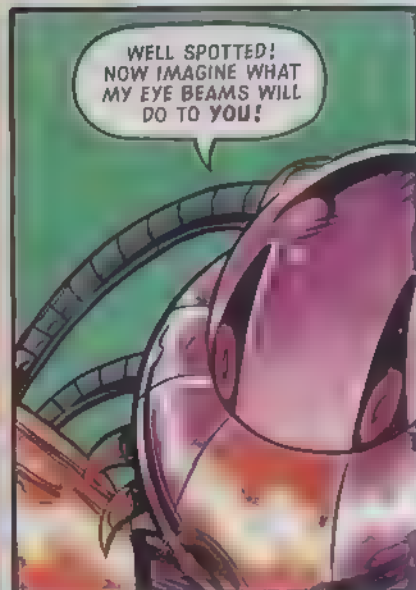
I DON'T THINK YOU'LL
PRESENT ME WITH TOO
MUCH OF A PROBLEM,
RABBIT!



VZZZAM!

M-MY STAFF!
Y-YOU DESTROYED
MY STAFF!

SHATTER!



WELL SPOTTED!
NOW IMAGINE WHAT
MY EYE BEAMS WILL
DO TO YOU!



YOU'VE HAD YOUR FUN, GUYS! NOW LET ME TRY!



PUT YOUR TOY AWAY, AMY! YOUR CROSSBOW BOLT WON'T EVEN DENT MY ARMOUR!



WHICH IS WHY I'M NOT AIMING AT YOU, RAT-FACE! IF YOU'RE SMARTER THAN YOU LOOK, YOU'LL NOTICE THAT THE GUM TREE SACS ARE MY TARGET!

WHAA?

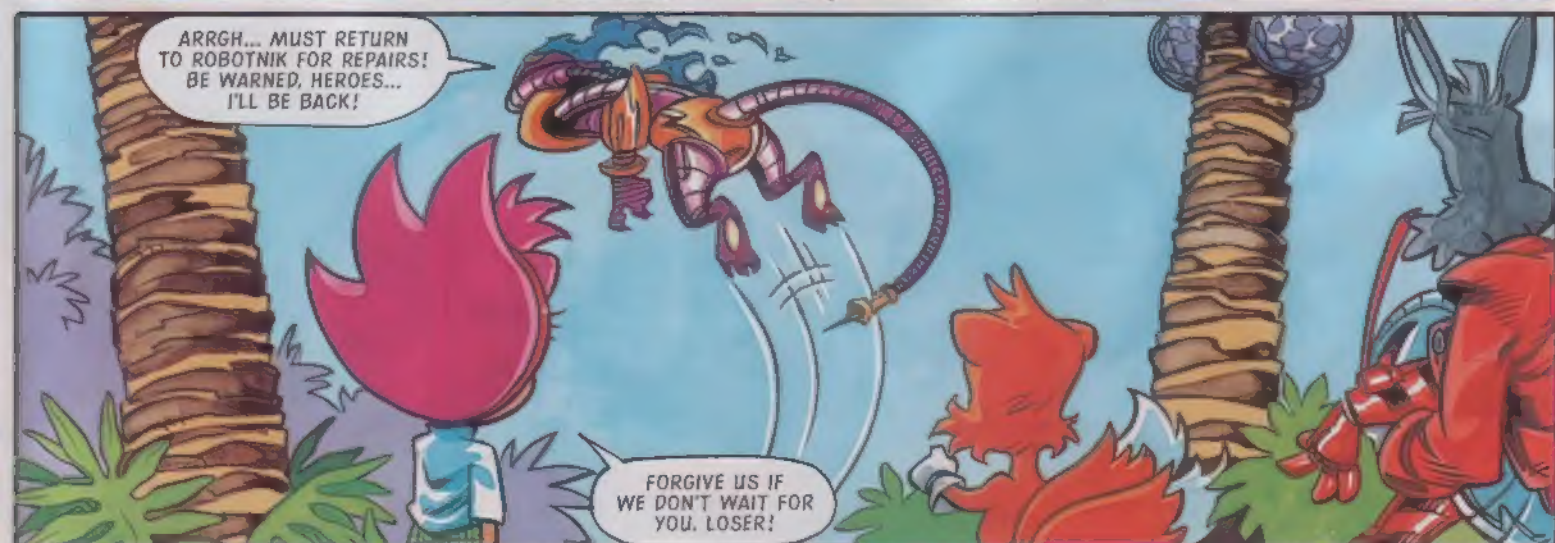
WHOOSH!

SPLAT!



AAGHH! MY ARMOUR... MELTING!

FFFSSS...



ARRGH... MUST RETURN TO ROBOTNIK FOR REPAIRS! BE WARNED, HEROES... I'LL BE BACK!

FORGIVE US IF WE DON'T WAIT FOR YOU, LOSER!

LUCKY I REMEMBERED THAT IN THIS ZONE, THE GUM TREE FRUIT CONTAINS AN ACID GUM THAT'S CORROSIVE TO METAL!

SMART THINKING, AMY!

SHORTFUSE NEEDS HELP! ANYONE KNOW HOW TO REPAIR A CYBERNIK?

TAKE ME TO... EMERALD HILL ZONE... SECRET WORKSHOP...

LATER, IN A SECRET LABORATORY BENEATH THE DESERTED EMERALD HILL ZONE, SHORTFUSE'S FRIEND, TEKNO THE CANARY HELPS THE CYBERNIK.

I'M DRAINING THE COMPUTER VIRUS OUT OF HIS SYSTEM, BUT IT'LL TAKE A FEW DAYS!

LOOKS LIKE I'LL BE OUT OF ACTION FOR A WHILE! SORRY, GANG!

DON'T WORRY, SHORTFUSE! IF ROBOTNIK ATTACKS, WE'LL DEAL WITH IT!

YEAH! JUST GET BETTER, SHORTFUSE!

THANKS, PAL -- BUT THE NEXT TIME VERMIN ATTACKS, I'LL BE READY! HE WON'T BEAT ME AGAIN AND THAT'S A PROMISE!

THE END, BUT STICK WITH STG FOR A FUTURE REMATCH!

NEXT ISSUE: ROBOTNIK STARS IN HEAD IN THE CLOUDS!



SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

WILL HE GO?

Dear STC,

Congratulations, your comic is cooler than Sonic himself! Between you and me, I think that a certain hedgehog should come north of the border and build a Sonic headquarters here in Cumbernauld. Scott Goldie, Cumbernauld, Glasgow, Scotland.
Sega Mega Hog Tag Winner.



One thing's for sure, Scott, he'll be sure to take the fast road!



Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!



AULD HAND SIGN!

Dear STC,

I like the action in your comic but I would like to know why Sonic has to wear white gloves? Lucas Cutter, Leighton Buzzard.
Sega Mega Hog Tag Winner.



Sonic says it's because he's so hand-some (groan!), but it could be that it's one of those strange, unwritten laws that applies to most comic heroes!



Tails wakes up all of Mobius!

Philip Lloyd, Aberdeen, Scotland.
MO owner.
Sega Mega Hog Tag Winner.

WEE BALD PATCH!

Dear STC,

I have put every one of your centre-page pin-ups on my wall, but there is a small, bare patch which could be filled nicely with a poster of Tails. Can you help me? Ben Shillabeer, Scarborough, N Yorks.
Sega Mega Hog Tag Winner.



Yes, I suggest you turn to the centre-pages and fill it with a nice Buzz Bomber Pin-up instead!

The Loch Ness Hedgehog!



Ben Simpkins, Tetbury, Glos.
Sega Mega Hog Tag Winner.

NEXT ISSUE

**SHORT, SHARK,
SHOCK!**



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DATA STRIP

**I'VE BEEN READING
STC SINCE ...**

ISSUE AGE

NAME

ADDRESS

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS

.....

BAND/SINGER IS

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

.....

..... AS A COMIC STRIP IN STC.


**THIS ISSUE'S
MEGA HITS!**

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 91

% 

Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.